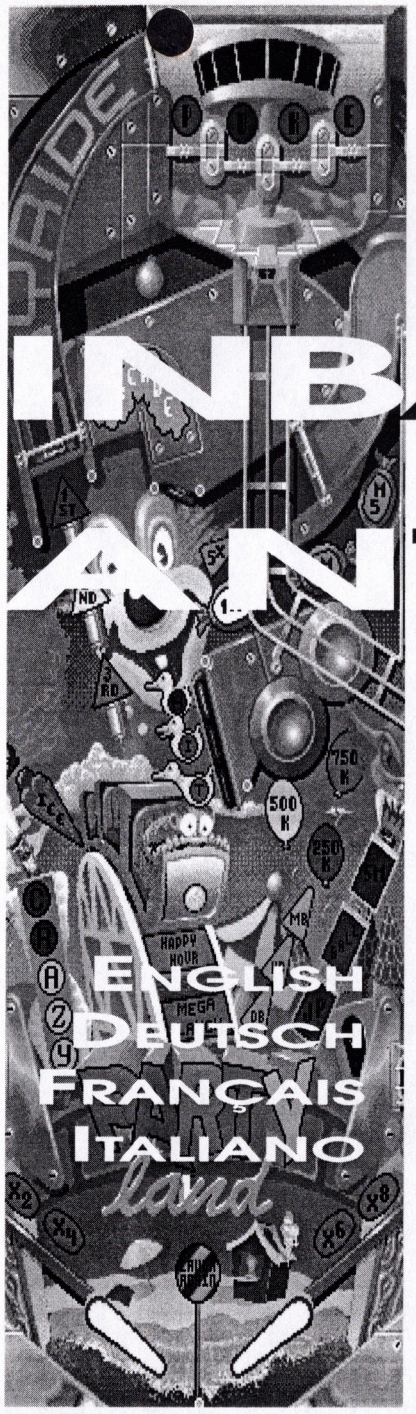
SIMULATOR

pinball

Fantasies

PINBALL FANTASIES



ENGLISH
DEUTSCH
FRANÇAIS
ITALIANO

USER MANUAL
BENUTZERHANDBUCH
MANUEL D'UTILISATION
MANUALE DELL'UTENTE

CONTENTS

CREDITS 4
CONTENTS OF THE BOX 4
SYSTEM REQUIREMENTS 5
GAME PROTECTION 5
TEXT CONVENTIONS 6
INSTALLING THE GAME 6
SELECTING A SOUNDCARD 7
WHAT HAPPENS IF I CHANGE MY SOUNDCARD? 8
RUNNING THE GAME 8
THE TABLE MENUS 8
THE OPTIONS MENU 9
CONTROLS AND PLAYING THE GAME 10
HIGH SCORES 13
GENERAL INFORMATION 13
TROUBLESHOOTING 16

PARTYLAND 20

THE PUKE ROLL-OVERS 21
THE SKYRIDE RAMP 21
THE DROP ZONE 21
THE LEFT PASSAGE 21
THE ROCKET LIGHTS 21
THE TUNNEL 22
THE CYCLONE RAMP 22
THE RIGHT PASSAGE 22
THE ARCADE SWITCH 22
THE ARCADE 22
THE DUCK TARGETS 23
THE DRAGON 23
THE LEFT BALL TRAP 23
THE CRAZY LETTERS 24
THE PARTY LIGHTS 24
THE LOOP AND AN INVERSE LOOP 24
BONUS MULTIPLIERS 24
THE MEGA-LAUGH FEATURE 25
THE HAPPY-HOUR FEATURE 25
THE SIDE-LANE EXTRA BALL LIGHTS 25
THE SKILL-SHOT FEATURE 25
THE HIDDEN HALLWAY 25

SPEED DEVILS 26

THE OFFROAD PASSAGE 27
THE TOP-RIGHT PASSAGE 27
THE PIT STOP 27
THE PIT ROLL-OVERS 27
THE RIGHT RAMP 28
THE JUMP RAMP 28
THE LEFT RAMP 28
THE BURNIN' LIGHTS 28
THE GEAR LIGHTS 28
THE SPEEDOMETER 29
THE POSITION LIGHTS 29
THE CAR 29
THE MILES FEATURE 29
THE OFFROAD FEATURE 29
THE GOAL FEATURE 30
THE TURBO-MODE FEATURE 30
THE JUMP FEATURE 30

BILLION DOLLAR GAME SHOW 32

THE LOOP MIL RAMP 33
THE DOLLAR DROP-TARGETS 33
THE RIGHT PASSAGE 33
THE SKILL RAMP 33
THE LEFT PASSAGE 33
THE CLOCKWISE RAMP 34
THE RIGHT RAMP 34
THE LOCK 34
THE SMALL WHEEL FEATURE 34
THE LEFT BALL TRAP 34
THE PRIZES 35
THE MULTI-BONUSES 36
THE SUPER-JACKPOT FEATURE 36
THE MILLION PLUS FEATURE 36

STONES N BONES 38

THE KEY ROLL-OVERS 39
THE TOWER RAMP 39
THE RIP LIGHTS 39
THE SCREAMS RAMP 39
THE RIGHT PASSAGE 40
THE LEFT RAMP 40
THE MIDDLE PASSAGE AND THE CLEAR RAMP 40
THE STONE AND BONE LIGHTS 40
THE WELL BALL-TRAP 40
THE VAULT BALL-TRAP 41
MULTI-BONUSES 41
A LOOP COMBINATION 41
THE TOWER HUNT FEATURE 41
THE GHOST HUNTER FEATURE 41
THE MULTI-DEMON FEATURE 42
THE GRIM REAPER FEATURE 42
THE GHOSTS 42
THE SUPER JACKPOT FEATURE 43

CREDITS

Pinball Fantasies PC was written by FrontLine Design in association with Digital Illusions:

Programming	-Gabriel Bergqvist
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	-Johan Lundmark
Graphics	-Markus Nystrom
Music and sound effects	-Olof Gustafsson

Produced by Barry Simpson and Stewart Gilray

Original Pinball Fantasies Amiga designed and written by Digital Illusions CE AB.

Manual text and layout by Barry Simpson and Paul Topping.

CONTENTS OF THE BOX

Inside the game box you should find:

(a) The game disks (2)

(b) An instruction manual (which you're reading now)

(c) A warranty card

(d) A quick start card

If you are missing any of the items from this list please contact us at the following address, and we will be pleased to send you the missing item(s). Please note that we will require proof of purchase before any missing item(s) can be despatched.

Customer Service Dept.
21st Century Entertainment Limited
Westbrook Street
Blewbury
Oxon OX11 9QB Tel: (0235) 851533

The customer service department is open 2.00pm-5.00pm Monday to Friday.

SYSTEM REQUIREMENTS

Pinball Fantasies will run on any IBM PC or 100% compatible machine with the following specification or higher:

Processor	AT 80286 16MHz (we recommend at least a 16Mhz machine if you intend to run the game with higher quality sound)		
MSDOS	Version 3.3		
Hard Disk	3.6MB free space required		
RAM	530K minimum if not using sound 560K minimum if using sound		
Floppy Dsk	3.5" High Density 1.44MB		
Graphics	VGA 256 colour mode (we recommend a modern, fast VGA card for good results)		
Sound	Sound cards:	Internal speaker	AdLib
		Soundblaster	Soundblaster 2
		Soundblaster Pro	Soundblaster 16
		Gravis Ultrasound	Pro Audio Spectrum
		Pro Audio Spectrum 16	Thunderboard
		Soundmaster 2	Voicemaster
		Speech Thing	DA converter

Please note that this game will NOT run from the floppy disks - you are required to install it to your hard disk.

GAME PROTECTION

On running Pinball Fantasies for the very first time, you will be required to enter a word from the instruction manual before you can play the game. Simply follow the on-screen instructions on how to locate the word, type it in and press ENTER.

TEXT CONVENTIONS

When you need to type something into your computer, this manual will provide an example. When referring to these examples, any text shown within "<>" brackets should not be typed in as it will refer to actual keys on the keyboard, i.e. <SHIFT>, <ENTER>, <CTRL> etc. Just press the key indicated.

INSTALLING THE GAME

Insert the floppy disk labelled "Disk 1" into your disk drive. Change to the disk drive's path (A:, B: etc), type INSTALL and press ENTER

e.g. A: <ENTER>
INSTALL <ENTER>

After passing the welcome screen (press any key to do this) you will be asked to enter the name of the hard disk you wish to install the game to. You will see a window containing the available disk drives. Simply move the highlight bar to the required drive using the CURSOR UP and CURSOR DOWN keys and press ENTER to confirm your choice.

Next, you will be asked to enter the name of the directory in which you wish to place the game. If you do not wish to use the default directory (you will see this already displayed in the DIRECTORY PATH window) simply delete it using the BACKSPACE key and then type in your preferred directory name. To use the default, just press ENTER.

The game will now start to install to your hard disk. After a short while, you will be asked to insert the floppy disk labelled "Disk 2". Simply eject "Disk 1", replace it with "Disk 2" and then press any key. The game will now continue to install.

After a little while the installation of the game will be complete, and you will be presented with a screen verifying it.

The next step is for you to tell the game which soundcard you are using. Press any key to exit the "installation complete" screen. The SETSOUND program will now automatically run.

Firstly, you will be asked to select a soundcard. Do this by moving the highlight bar over the soundcard you are using (use the CURSOR UP and CURSOR DOWN keys), and press ENTER. You may then be asked to enter some further details about your soundcard. The other details include:

(a) Which base port address you are using
(b) Which IRQ setting you are using
(c) Which DMA channel number you are using

In each case, the SETSOUND program will inform you of the default setting. In the majority of cases, these default settings will be perfectly correct. To select a setting, move the highlight bar over your choice and press ENTER, as before.

Lastly, you will be asked to select the quality of sound you require in the game. There are five settings. Use the highlight bar as before to select your desired quality level, and press ENTER to confirm it.

You will notice that the SETSOUND program advises you of the setting it thinks your computer can cope with - fast computers (i.e. speeds of 33MHz or higher) will be able to handle the higher quality settings whereas slower computers (i.e. speeds of 16MHz or lower) will only be able to handle the mid-range or lower quality settings. This is because your computer will be more interested in keeping the pinball table scrolling up and down the screen at high speeds rather than playing you better quality music!

WHAT HAPPENS IF I CHANGE MY SOUNDCARD?

If you change your soundcard at any time, it is easy to set up the game to use the new card as you can run the SETSOUND program any time you wish:

1. Make sure you are in the hard disk partition (i.e. C:, D: etc) that you installed Pinball Fantasies to. To change to a partition, simply type its name, i.e.
   C: <ENTER>
2. Change to the directory that you installed the game to, i.e.
   CD\FANTASY <ENTER>
   or whatever you called the directory.
3. Now type
   SETSOUND <ENTER>

The SETSOUND program will run in exactly the same way as it ran after you installed the game. Follow the on-screen instructions to select and set up your new soundcard.

N.B. Although we support a large number of soundcards, in a few cases we may not support the card you are trying to use. However, many soundcards are Soundblaster compatible and so if you cannot see the name of your card in the Setsound menu, try selecting the "Soundblaster" setting.

RUNNING THE GAME

After setting up the game to use your soundcard, press any key to save the data to your hard disk. You are now ready to play the game. Simply type PINBALL and press ENTER to get things going.

THE TABLE MENUS

After you have seen the introduction sequence (pressing any key during it will cut it short) you will be presented with the first table menu. You can use this menu to access the Partyland

and Speed Devils pinball tables.

If you want to see the second table menu, press ENTER. From here you can select the Billion Dollar Gameshow or Stones N Bones tables. Pressing ENTER will take you back to the first menu.

You will notice that in the top left-hand corner of any menu bar there is an F-key reference (i.e. "F2"). Pressing this F-key will automatically load and run the pinball table shown on the menu bar.

You do not actually have to have a menu on-screen to load a pinball table, i.e. if you are looking at the Partyland and Speed Devils menu and you want to load the Stones N Bones table, simply press F4.

If you do not press any keys while a menu is on-screen, the menu will fade out and a high score table or a text screen will appear. To get back to a table menu, simply press ENTER.

THE OPTIONS MENU

There are a number of game features in Pinball Fantasies which you can change. These features are changed by using the options screen which can be accessed by pressing F5 while any table menu, high score table or text screen is displayed.

Once the options screen has appeared, changing a feature is straightforward. Use the CURSOR UP and CURSOR DOWN keys to point the arrow at the option you wish to change. Pressing either the ENTER key or the SPACE BAR will toggle the various settings for each option. The choices are:

Feature	**Settings**	**Explanation**
Balls	3 or 5	number of balls per game
Angle	low or high	steepness of the table bed
Scrolling	soft, medium or hard	% of inertia in scrolling

In-game music	on or off	music on/off
Resolution	normal or high	320*240 or 360*350 pixels
Mode	colour or mono	256 colours or greyscales

When you have finished configuring the game, select the "SAVE AND EXIT" option and press ENTER. You will be returned to the table menu you left earlier.

CONTROLS AND PLAYING THE GAME

Once you have loaded a pinball table, it waits in an "attract mode". This is where the table scrolls up and down the screen automatically, waiting for you to start playing. The table will always go into this mode if it is loaded but you are not playing it.

To start playing, you need to select the number of players. Up to 8 players can play the game at any one time. To select the number of players, use the F-keys as follows:

F-key 1 - 1 player
F-key 2 - 2 players
through to
F-key 8 - 8 players

Once you have selected the number of players, the table will initialise (a ball will be loaded into the chute, ready for play).

Each player has 3 balls per game (unless you have changed the number of balls in the options screen). Use the following keys to play:

Key	**Action**
CURSOR DOWN	Pull back spring (release to shoot the ball)
Left SHIFT/CTRL/ALT	Left flipper and any top left flipper
Right SHIFT/CTRL/ALT	Right flipper and any top right flipper

If you are playing with more than 1 player, the gameplay will proceed as follows:

Player 1 goes first and plays his first ball. When he loses it, Player 2 steps in and plays his first ball, and so on. When the last player has played and lost his first ball, play reverts back to Player 1, who then plays his second ball. Play follows this pattern until all players have played each of their 3 (or 5) balls (game over).

Apart from the standard controls, the game has some special features:

1. Tilting the table (key - SPACE BAR)

Sometimes during play, it can be useful to "push" or "shove" the table to move the ball when it is not near the flippers. To do this in the game, press the SPACE BAR. Remember not to use this feature too many times as you will end up "tilting" the table, which will lock the flippers and you will lose your ball.

2. Cycling the light sets (keys - left and right SHIFT/CTRL/ALT)

Imagine the situation where you have lit 3 lights of a 4 light set. You are trying to complete the set by lighting the remaining light. As you aim and shoot for the unlit light, you realise the ball is heading for a light in the set that is already lit. All is not lost! Using the flipper keys (left and right SHIFT/CTRL/ALT) you can "cycle" the lights in a clockwise direction so that each light "moves" one position to the left. This means that if you are quick enough you can "move" the unlit light to the position that the ball is heading for. The unlit light will then be lit, the light set will be complete and you will pick up a bonus score and maybe enable another feature on the table!

Only a few select light sets on each table are controllable in this fashion. Refer to each of the table guidelines to familiarise yourself with the cyclable and non-cyclable light sets.

3. Pausing the game (key - P)

If you need to halt the game but do not want to quit it or lose the current ball, a simple tap

of the "P" key will do the trick. To restart the game, press any key (except ESC).

4. Starting the game again (key - ESC)

If you are having a bad game and want to start it again, lose the ball you are playing and wait until a new ball is loaded into the ball chute. Now press ESC. The table will go into the "attract mode". To start another game, use the F-keys as before.

Please note that when playing with multiple players, pressing the ESC key will quit all player games.

5. Quitting the table (keys - P, ESC, Y and N)

If you are playing on a table but wish to play one of the others, follow this sequence:

Pause the game with "P". Now press ESC. You will be asked whether you really want to quit or not. If you do, press "Y". If you change your mind, press "N".

If you press "Y", the table will fade out and a table menu will appear. Use the F-keys as before to load a new table.

If you press "N", the game will go back to pause mode. Press any key to return to playing the game.

6. "Ooops I loaded the wrong table" (keys - ESC, Y and N)

If you find that you have loaded a table by mistake, press ESC. You will be asked if you really want to quit. Press "Y" or "N" as desired. Pressing "Y" re-displays a table menu. Pressing "N" puts the table back into the "attract mode" where you can use the F-keys to start playing, just in case you change your mind.

Here is a summary of the controls:

Key(s)	Action
F-keys 1 to 4	Load a Pinball table
F-keys 1 to 8	Select the number of players
CURSOR DOWN	Pull back the spring (release key to shoot the ball)
Left SHIFT/CTRL/ALT	Flip the left flipper and any top left flipper
	Cycle light sets clockwise
Right SHIFT/CTRL/ALT	Flip the right flipper and any top right flipper
	Cycle light sets clockwise
SPACE BAR	Tilt (nudge) the table
P	Pause the game (press any key to restart)
ESC	Quit a table (when in-game, after pausing)
ESC	Quit a game (when a ball is in the ball chute)

HIGH SCORES

When you have played a game and have achieved a high score you will be asked to enter your name for the high score table. There is a separate high score table for each pinball table.

You are allowed to enter 3 letters as your "name". To do this simply type them in when you see "HIGHSCORE PL x ( )" in the panel (x will be the player number).

High scores are saved each time you quit from a pinball table and a table menu is re-displayed. Please note this is the ONLY time highscores are saved.

GENERAL INFORMATION

When you have played a game and lost all your balls, you will be automatically entered into a number match game.

The second-from-last digit of your score will be displayed in the score panel, in which random

numbers will also start appearing. They will juggle around for a short period until, at the end of the period, one number will be left displayed. If this number matches your own number, you will be awarded an extra ball.

If a group of players have been playing, each of them will have their second-from-last score digit displayed in the panel. The same number match game is played, only this time more than one player may end up with an extra ball.

The number match feature is only played once per game.

The JACKPOT is a collective SCORE BONUS which is built up by all players during a game. It is reset to zero after being awarded to a player.

Lights - As there is insufficient room on the pinball tables for full text descriptions of every lights feature, we use these abbreviations:

xxxK - Score xxx thousand points
xxM - Score xx million points
XB - Extra Ball
DB - Double Bonus
SB - Score Bonus
HB - Hold Bonus
MB - Multi Bonus
JP - Jackpot

Remember - a flashing light is often a hint as to where you can pick up big scores and bonuses.

Most bonuses are not immediately added to your score. When you lose a ball, they are added up and the total is then added to your score.

We will be using the following terms when describing each pinball tables' features:

Roll-Over - This is a small switch which pokes through the surface of a pinball table. It is

shown as a vertical metal-coloured line and usually has a light above or below it. You enable the light and pick up points, a score bonus or a multi bonus whenever the ball rolls over the switch.

Target - This is a simple switch which is built-in to solid sections (such as the walls) of a pinball table. It usually has a light in front of it. Hitting the switch turns on the light and may award points, a score bonus or enable another feature elsewhere in the table.

Drop Target - These are basically the same as normal targets.

Passage - This is a channel that the ball can roll through.

Ball-Trap - This is like a short, dead-end passage. When the ball enters into a ball-trap, it will be held there for a short period while you collect a score bonus or some similar feature. Ball-traps can be covered over (where you cannot see the ball) as well, as being open (where you can see the ball).

Letters - These are lights shown in the shape of letters. They make up words, and once you have lit up each letter to spell the word, you score a bonus or enable another feature elsewhere in the table.

Ramps - These are like raised passages. They carry the ball from one position in a table to another. They are shown in a number of ways, including standard metallic grey entrances which change into wire-frame guides and as clear coloured plastic. You can usually shoot the ball under ramps.

Tunnel - A tunnel is a passage that travels underneath a ramp or other raised section of a pinball table.

Multi-bonus - A bonus which when collected multiplies you score bonus. You can collect multi-bonuses of x2, x3, x4, x5, x6, x7, x8, x9 and x10 depending on the table.

Mushroom - A circular bumper which awards points when hit, and deflects the ball at high speeds.

Kicker - A triangular bumper, usually found above the flippers at the bottom of the pinball table, which awards points when hit and deflects the ball at high speeds.

TROUBLESHOOTING

In a minority of cases, Pinball Fantasies may not run after installation. This will undoubtedly be due to your computer not having enough free memory to store and run the game from.

If the game tells you there is not enough memory to run the game, you will need to "free" some memory which is being used elsewhere by other programs. The easiest way to do this is to use a DOS bootdisk or alternatively you can consult your DOS manual to find out how to free the conventional memory.

When using a DOS bootdisk to boot your computer, you will end up with as "clean" a system as possible, i.e. the programs which were using up valuable memory before will not be present.

To make the bootdisk, follow these instructions:

(a) Insert a new disk into your A: floppy disk drive. It does not matter which size floppy disk drive your A: is, 5.25" or 3.5".

(b) Make sure you are in the hard disk root directory by typing
C: <ENTER>
CD\ <ENTER>
If the C: drive is not the one you commonly use, change the C: to the label of the drive you do use, i.e. D:, E: etc. Take any further mention of "C:" to mean the label of the drive you are using.

(c) From the C: prompt, type:
FORMAT A: /S /N:9 /T:40 <ENTER> (if using a 5.25" floppy disk) or
FORMAT A: /S /N:9 /T:80 <ENTER> (if using a 3.5" floppy disk)

(d) The floppy disk will now be prepared by the computer (the disk will be formatted and the system files that the bootdisk requires will be copied to it).

(e) When the disk has been prepared, you will be asked to enter a name for it. Type in something like "BOOTDISK" and press ENTER.

(f) You will be asked if you want to format another disk. Press "N" and then ENTER.

To use the bootdisk, simply insert it into the floppy disk drive, and reset the computer. Instead of looking on the hard disk for information, the computer will look at the bootdisk instead when it sets itself up. When the A: prompt appears (A>), change to the hard disk and the directory you installed Pinball Fantasies to by typing (for example)

C: <ENTER>

CD\game_directory_name <ENTER>

Now type PINBALL, press ENTER, and all being well the game will run normally.

Please note that there is one situation where the DOS bootdisk will not be effective. This situation is when you are trying to use a Gravis Ultrasound soundcard.

When using this soundcard our SETSOUND program needs to read a small part (an "environment string") of one of the system files (AUTOEXEC.BAT) in order to tell the game that the soundcard is ready for use.

When you make a DOS bootdisk, the AUTOEXEC.BAT system file is not copied to it (this is perfectly normal). This means that when you run the game after using the bootdisk the game will not be able to use the soundcard as it will not know that the soundcard exists.

There are two options open to you in this situation. You can either go back to the Setsound program and select either the INTERNAL SPEAKER or NO SOUND options and then run the game, or you can refer to your DOS user manual to find out how you can free your conventional memory.

If you experience any further problems with your copy of Pinball Fantasies, please contact our customer service department at the number and during the times given at the front of this manual.

Alternatively, you can send the game to us at the address also given at the front of this manual. If sending the game back to us, please make sure you have completed and returned the enclosed warranty registration card (sending the card to us in advance will guarantee fast and efficient replacement of your copy of the game should you need to return it).

PARTYLAND

The Skyride Ramp

The Drop Zone

Arcade

Mad Letters

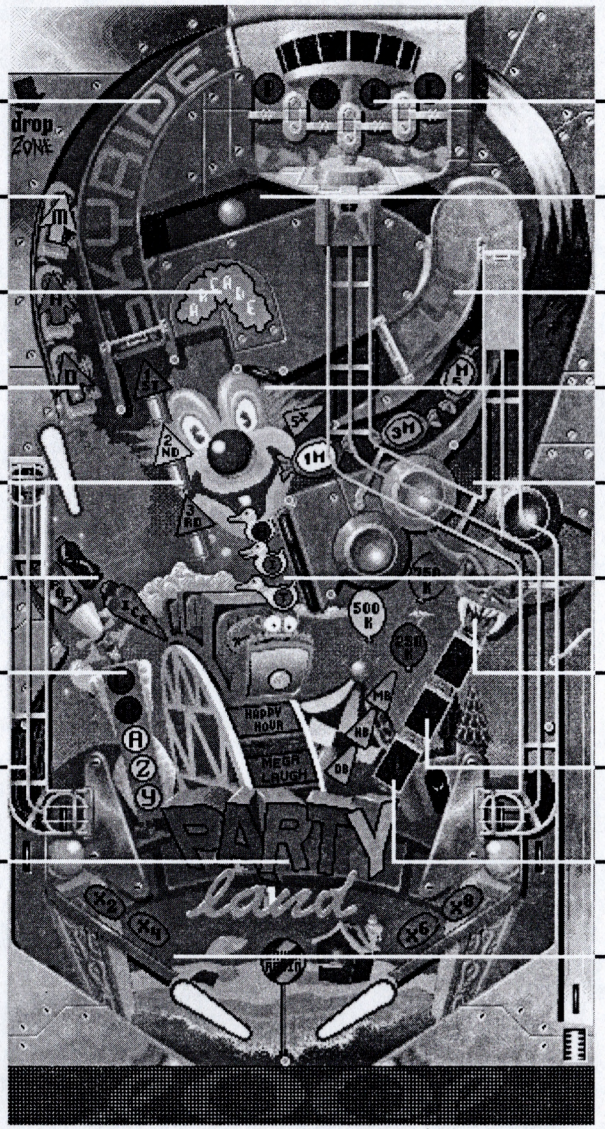
Rocket Lights

Snacks and Left Ball Trap

Crazy Lights

Side Lane Extra Ball Light

Party Lights



Puke Rollovers

The Tunnel

Cyclone Ramp

Arcade Enable Switch

The Right Passage

Duck Targets

Dragon

Extra Ball Light

Jackpot Light

Bonus Multiplier Lights

The following guidelines refer to the diagram opposite. Going from top to bottom of the pinball table, we have:

THE PUKE ROLL-OVERS

Spelling "PUKE" by lighting up the four letters with the Puke Roll-overs enables a bonus in the Dragon's Mouth. There are three bonuses to enable. The first time you spell "PUKE" you enable 5 million points. The second time you spell "PUKE" you enable an Extra Ball. The third time you spell "PUKE" you enable the Jackpot. These bonuses loop around, so that the fourth time you spell "PUKE" you enable the 5 million points bonus again, and so on.

The "PUKE" letters are cyclable by using the flipper keys.

THE SKYRIDE RAMP

Shooting the ball up the Skyride ramp enables a Rocket Light. You also use the Skyride ramp to get to the Puke Roll-overs.

THE DROP ZONE

The ball will drop from here after you have played the Arcade one-arm-bandit, shot the ball through the Tunnel or have managed to find the Hidden Hallway...

THE LEFT PASSAGE

Shoot the ball through the Left Passage to light up a "MAD" letter.

THE ROCKET LIGHTS

Light up all 3 Rocket Lights to enable a Multi-bonus on the Right Passage. You can enable Multi-bonuses of x2, x4, x6 and x8.

Once you have enabled all the Multi-bonuses, lighting up all 3 Rocket Lights will award an Extra Ball. If you are lucky enough to light the Rocket Lights once again, you will be awarded

with 1 million points. When you have collected both the Extra Ball and the 1 million points bonuses they reset, so that lighting all 3 Rocket Lights again will award an Extra Ball, and so on.

THE TUNNEL

Shoot the ball through the Tunnel repeatedly to collect the Tunnel bonus. The first time you shoot the Tunnel you will collect 1 million points and enable the "3M" light for 10 seconds. Shoot the Tunnel while the "3M" light is flashing to collect 3 million points and enable the "5M" light for 10 seconds. Shoot the Tunnel while the "5M" light is flashing to collect the top Tunnel bonus of 5 million points.

THE CYCLONE RAMP

Shoot the ball up the Cyclone ramp to add 1 to the Cyclone bonus counter. Shooting the ball here while the "x5" light is flashing will add 5 to the Cyclone bonus counter.

THE RIGHT PASSAGE

Shooting the ball through the Right Passage awards the flashing Balloon bonus, and enables the next one. There are three Balloon bonuses, 250,000 points, 500,000 points and 750,000 points. Once you have collected all 3 Balloon bonuses, they will reset so that you can shoot for them again.

THE ARCADE SWITCH

Hit this switch to enable the Arcade one-arm-bandit (the Arcade will flash when it is enabled.)

THE ARCADE

Shooting the ball into the Arcade once it is enabled will award you with 1 play on the one-arm-bandit. Getting 3 Bars will award you with 1 of 6 different bonuses:

1. Nothing (no bonus).
2. 500,000 points.
3. 1 million points.
4. 5 million points.
5. Enable the Side-Lane Extra Ball feature.
6. Light up an extra Crazy letter.

THE DUCK TARGETS

Spelling "HIT" by hitting all 3 Duck Targets will enable a Snack on the Left Ball Trap. You can enable an Icecream, a Soda or a packet of Popcorn. You can enable all 3 Snacks at once, but shooting the Left Ball Trap will only award you with the next Snack in the sequence.

THE DRAGON

Shooting the ball into the Dragon's mouth will award you with a special bonus. You can collect the Jackpot if the "JP" light is flashing, an Extra Ball if the "Ball" light is flashing or 5 million points if the "5M" light is flashing. If there are no special bonus lights enabled, you will collect 250,000 points.

THE LEFT BALL TRAP

Shoot the ball into the Left Ball Trap to collect the flashing Snack. When you collect all 3 Snacks from here (Icecream, Soda and Popcorn) you will also enable the Hold Bonus and the Double Bonus features on the Right Passage. Note that the Double Bonus is only available for 10 seconds.

Every time you manage to collect all 3 Snacks after collecting them for the first time, you will enable the Double Bonus on the Right Passage.

THE CRAZY LETTERS

You light up 1 Crazy letter each time you spell "MAD". Spelling "CRAZY" by lighting up all the letters enables the Mega-Laugh feature.

THE PARTY LIGHTS

If you spell "PARTY" by lighting all the letters, you will enable the Happy-Hour feature. You light the letters as follows:

1. To light P, shoot the ball through an inverse loop and then into the Tunnel.
2. To light A, enable all 3 Snacks using the Duck Targets and then collect the Snacks from the Left Ball Trap.
3. To light R, shoot the ball through an inverse loop and then up the Cyclone ramp.
4. To light T, shoot any Loop (normal or inverse) or the Skyride ramp twice within 10 seconds.
5. To light Y, light up all the "PUKE" letters.

THE LOOP AND AN INVERSE LOOP

You complete the Loop by shooting the ball hard through the Left Passage so that it rolls over the top of the table and down the Right Passage.

An inverse Loop is completed by shooting the ball the opposite way around the Passages, i.e. up the Right Passage and down the Left.

BONUS MULTIPLIERS

If you shoot the Skyride ramp 3 times and then shoot an inverse Loop you will automatically collect the next Multi-bonus in the sequence.

THE MEGA-LAUGH FEATURE

When you enable the Mega-Laugh feature, you can collect 5 million points by shooting the ball through any passage or up any ramp. Each time it is enabled, this feature lasts for 25 seconds.

Enabling Mega-Laugh also enables the Jackpot in the Dragon's mouth.

THE HAPPY-HOUR FEATURE

When you enable the Happy-Hour feature, you can collect 1 million points by shooting the ball at any drop-target, bumper or switch. Like Mega-Laugh, this feature only lasts for 25 seconds each time it is enabled.

Enabling Happy-Hour also enables the Jackpot in the Dragon's mouth.

THE SIDE-LANE EXTRA BALL LIGHTS

When the "XB" lights have been enabled in the left and right side-lanes, losing the ball down either lane will award an Extra Ball.

THE SKILL-SHOT FEATURE

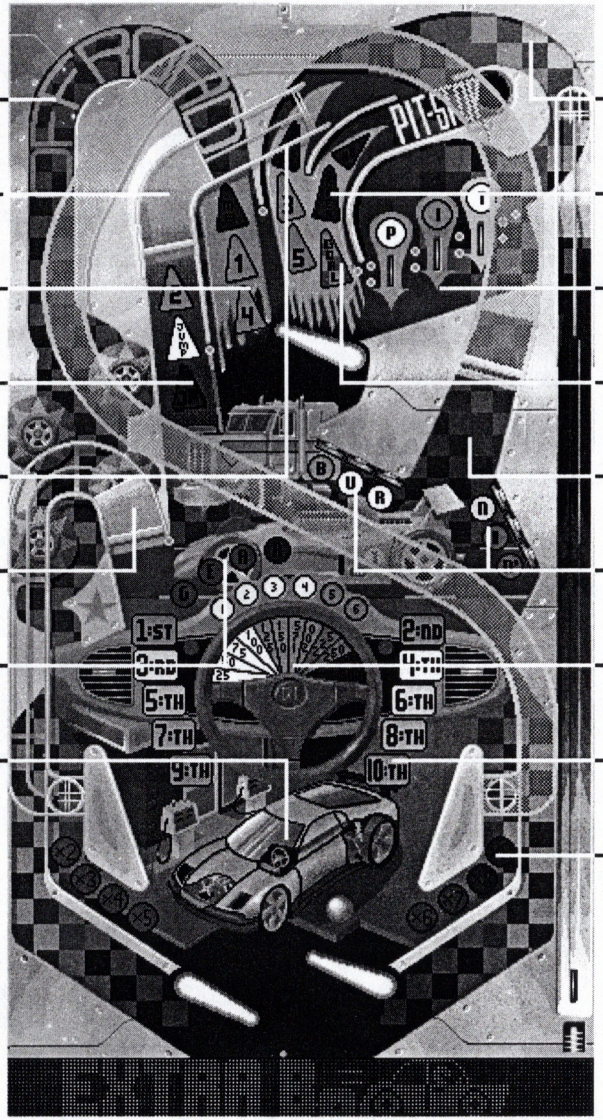
You can score a Skill-Shot by shooting either the Tunnel or the Skyride ramp immediately after shooting the ball from the ball chute.

The first time you complete a Skill-Shot, you will be awarded with 1 million points. The second time will award you with 2 million points, the third with 3 million points, and so on.

THE HIDDEN HALLWAY

Find and shoot the Hidden Hallway to enable the "x5" light on the Cyclone ramp.

SPEED DEVILS



Off Road Passage

Jump Ramp

The Car Bolt-on Lights

Jackpot Light

Extra Ball Light

Left Ramp

Gear Lights

Your Car

Top Right Passage

Super Jackpot Light

Pit Roll-Overs

Goal Light

Right Ramp

Burnin' Lights

Speedometer

Position Lights

Multi-Bonus Lights

The following guidelines refer to the diagram opposite. Going from top to bottom of the Pinball table, we have:

THE OFFROAD PASSAGE

Shooting the ball through the Offroad passage when the "MB" light is flashing will award you with a Multi-bonus. You can collect Multi-bonuses of x2, x3, x4, x5, x6, x7, x8 and x9. If you shoot the Offroad passage when either the "1" or "4" lights are flashing, you will collect a bolt-on for your car.

THE TOP-RIGHT PASSAGE

Shooting the ball through the Top-right passage when the "XBALL" light is flashing will award you with an Extra Ball. If you shoot the Top-right passage when the either the "3" or "5" lights are flashing, you will collect a bolt-on for your car.

THE PIT STOP

Shooting the ball into the Pit Stop when the "HB" light is flashing will enable the Hold Bonus feature. If you shoot the Pit Stop when the "SUPER" light is flashing you will collect the Super Jackpot. When the "GOAL" light is flashing, shoot the Pit Stop to enable the Turbo-Mode feature.

THE PIT ROLL-OVERS

Spelling "PIT" by lighting up all 3 letters with the Pit Roll-overs enables a Multi-bonus on the Offroad passage.

Once all the Multi-bonuses have been enabled and collected, spelling "PIT" will award you with 1 million points.

THE RIGHT RAMP

If you shoot the ball up the Right ramp you will collect 1 Mile.

If you shoot the ball up the Right ramp within 5 seconds of having shot the Left ramp, you will move up to the next Position and collect 1 million points.

THE JUMP RAMP

If you shoot the Jump ramp when the "JP" light is flashing you will collect the Jackpot. You can collect another bolt-on for your car by shooting the Jump ramp when the "2" light is flashing. When the "JUMP" light is flashing, shooting the Jump ramp will award 10 million points.

THE LEFT RAMP

If you shoot the ball up the Left ramp you will collect 1 Mile.

If you shoot the ball up the Left ramp within 5 seconds of having shot the Right ramp, you will move up to the next Position and collect 1 million points.

THE BURNIN' LIGHTS

Hit and light up all 6 "BURNIN"" lights to enable the "A" and "R" lights of "GEAR".

THE GEAR LIGHTS

If you spell "GEAR" by lighting up all 4 letters, you will enable 2 Position Overtakes on the ramps. You spell "GEAR" as follows:

1. Shoot the ball up the Jump ramp to light "G".
2. Shoot the ball through the Offroad passage to light "E".
3. Hit and light the "B", "U" and "R" letters to light "A".
4. Hit and light the "N", "I" and "N"" letters to light "R".

You can light the letters in any order you wish.

THE SPEEDOMETER

Each time you shoot the ball up the Left and Right (or Right and Left) ramps and then straight up the Jump ramp, you advance the Speedometer 1 segment and increase your speed. Both the Left and Right ramps will then award 1000x the Speedometer value reading when shot.

THE POSITION LIGHTS

When a pair of Position lights are flashing, you can improve your race position (and get closer to pole position) by setting the lights on. To set a light, shoot the ball up the Left and then the Right ramp (or vice-versa) in quick succession. You will then perform an Overtake, collect 1 million points and slide into a new race position.

THE CAR

Each time you advance 2 speed steps on the Speedometer, a bolt-on will be enabled for your car. Collect the bolt-on by shooting the ramp or passage where a 1-5 light is flashing. Once you have collected a bolt-on, it will flash on the car.

THE MILES FEATURE

For each multiple of 10 miles you collect, you will enable a bonus feature:

1. Collecting odd multiples of 10 miles (i.e 30, 50, 70...) enables the Jump feature.
2. Collecting even multiples of 10 miles (i.e. 40, 60, 80...) enables the Offroad feature.
3. Collecting 10 miles enables the Offroad feature.
4. Collecting 20 miles enables the Extra Ball on the Top-right passage.

THE OFFROAD FEATURE

During Offroad, hitting any drop-target, bumper or switch will award 100,000 points. Each time it is enabled, this feature lasts only for 25 seconds.

THE GOAL FEATURE

When you have managed to reach pole position (1st Position), the Goal feature will be enabled in the Pit Stop and the Jackpot will become available on the Jump ramp for 20 seconds.

THE TURBO-MODE FEATURE

Collecting the Goal from the Pit Stop enables Turbo-Mode, where every time you shoot the ball up a ramp you are awarded 5 million points. Each time it is enabled, Turbo-Mode lasts for 25 seconds.

THE JUMP FEATURE

Once Jump is enabled, shooting the Jump ramp will award you with 10 million points.

BILLION DOLLAR GAME SHOW

Left Passage

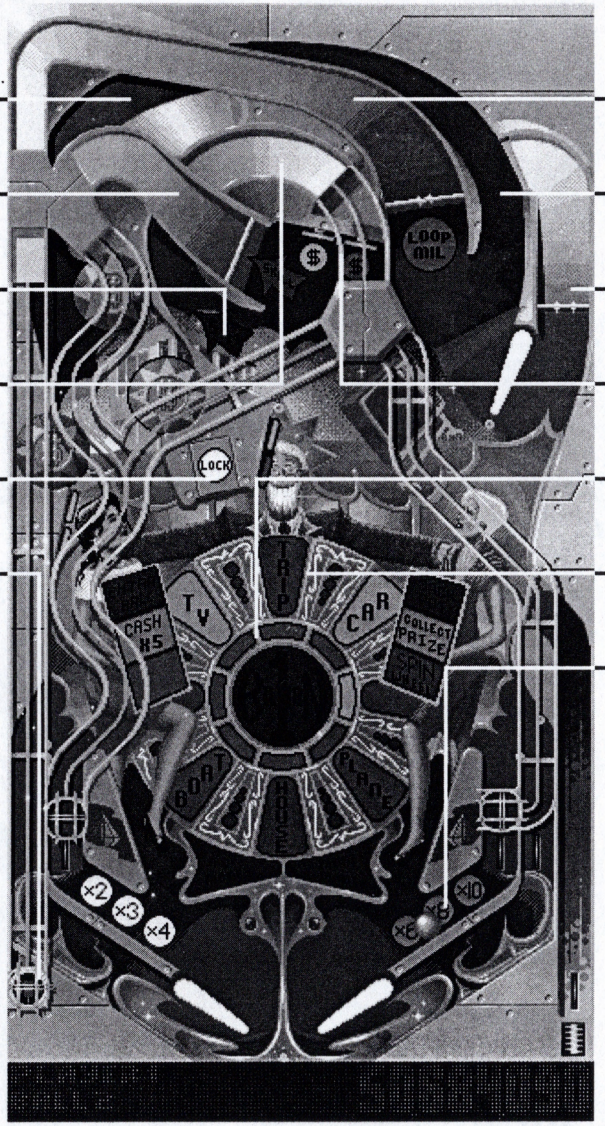
Skill Ramp

Super Jackpot Light

Clockwise Ramp

The Lock

Left Ball Trap



Loop Mil Ramp

Right Passage

Right Ramp

Dollar Drop-Targets

The Small Wheel

Prizes

Multi-Bonus Lights

The following guidelines refer to the diagram opposite. Going from top to bottom of the Pinball table, we have:

THE LOOP MIL RAMP

Shooting the ball around the Loop Mil ramp in quick succession will award you with 1 million points. You also use this ramp to reach the Left ball trap and collect any Prizes that you may have enabled, or to spin the Small Wheel when it is enabled.

THE DOLLAR DROP-TARGETS

If you hit and set both Dollar Drop-targets you will enable the Small Wheel in the Left ball trap (the "SPIN WHEEL" light will flash to indicate that the Wheel is primed.)

THE RIGHT PASSAGE

You will need to shoot the ball through the Right passage when trying to enable some of the Prizes.

THE SKILL RAMP

Each time you shoot the ball up the Skill ramp you add 1 to the bonus counter. You can enable bonus features depending on how many bonus counts you collect:

6 counts enable the Money Mania feature
12 counts enable an Extra Ball on the Left passage
18, 24, 30 ... counts enable the Money Mania feature

THE LEFT PASSAGE

If you shoot the ball through the Left passage when the Extra Ball light is flashing you are awarded, of course, an extra ball (the "MO'MONEY" light will be enabled once you have collected an extra ball).

THE CLOCKWISE RAMP

Shooting the ball up the Clockwise ramp when the "50M" light is lit will award the Super Jackpot (50 million points). Shooting the ball here will also enable the "CASH X5" feature in the Lock.

THE RIGHT RAMP

If you shoot the ball up the Right ramp when the "JACK POT" light is lit you will be awarded the Jackpot bonus.

THE LOCK

Shooting the ball into the Lock awards the current Cashpot bonus. You can collect 5 times the Cashpot bonus by shooting the Lock when the "CASH X5" light is flashing. Lastly, once you have managed to collect all 6 prizes, shoot the Lock to enable the Billion bonus on the Left Ball Trap.

THE SMALL WHEEL FEATURE

Once you have enabled the Small Wheel, you can spin it by shooting the Loop Mil ramp so that the ball falls down into the Left ball trap. The ball trap will hold the ball while the wheel spins, slows down and then stops to award you one of 8 score bonuses:

25,000 points, 50,000 points, 100,000 points, 250,000 points, 500,000 points, 1,000,000 points, 2,500,000 points or 5,000,000 points

Once you have been awarded the bonus, the ball will be shot back into play.

THE LEFT BALL TRAP

The Left ball trap is opened by:

1. Enabling the TV, the Car and the Trip Prizes.
2. Enabling the Boat, the Plane and the House Prizes.

3. Hitting both Dollar targets.

Apart from collecting the Prizes, you use the Left ball trap to spin the Small Wheel and collect the Billion bonus when they are enabled.

THE PRIZES

There are 6 prizes to be collected. The Prizes are split up into 2 groups of 3:

Group 1 - The TV, the Car and the Trip.
Group 2 - The Boat, the Plane and the House.

You have to shoot the ball through different combinations of ramps and passages to enable each Prize, as follows:

1. Shoot the Right ramp and then the Skill ramp to enable the TV.
2. Shoot the Right ramp and then the Clockwise ramp to enable the Car.
3. Shoot the Left passage and then Skill ramp to enable the Trip.
4. Shoot the Right ramp, the Skill ramp and then the Right passage to enable the Boat.
5. Shoot the Right ramp, the Clockwise ramp and then the Left passage to enable the Plane.
6. Shoot the Left passage, the Skill ramp and then the Right passage to enable the House.

Once you have enabled a Prize, its light (somewhere around the edge of the Small Wheel) will start flashing.

Please note that you have to enable all 3 Prizes in a group before you can collect them from the Left ball trap. Collecting 3 Prizes will also enable the Jackpot for a 25 second period.

If you fail to enable all the Prizes in any group (i.e. if you lose the ball) you will have to start again from scratch on your next ball.

THE MULTI-BONUSES

If you shoot the Left passage and then the Clockwise ramp you will collect the next Multi-bonus in the sequence. You can collect Multi-bonuses of x2, x3, x4, x6, x8 and x10.

THE SUPER-JACKPOT FEATURE

Collecting the Jackpot enables the Super-Jackpot (50 million points) on the Clockwise ramp for a 5 second period.

THE MILLION PLUS FEATURE

If you shoot the ball up the Right ramp and then the Clockwise ramp, you will collect 1 million points. Each further time you complete this ramp combination you increase the bonus by 1 million and then collect it (i.e. the 2nd time you do it you score 2 million points, the 3rd time 3 million points, etc.)

STONES N BONES

RIP Lights

Tower Ramp

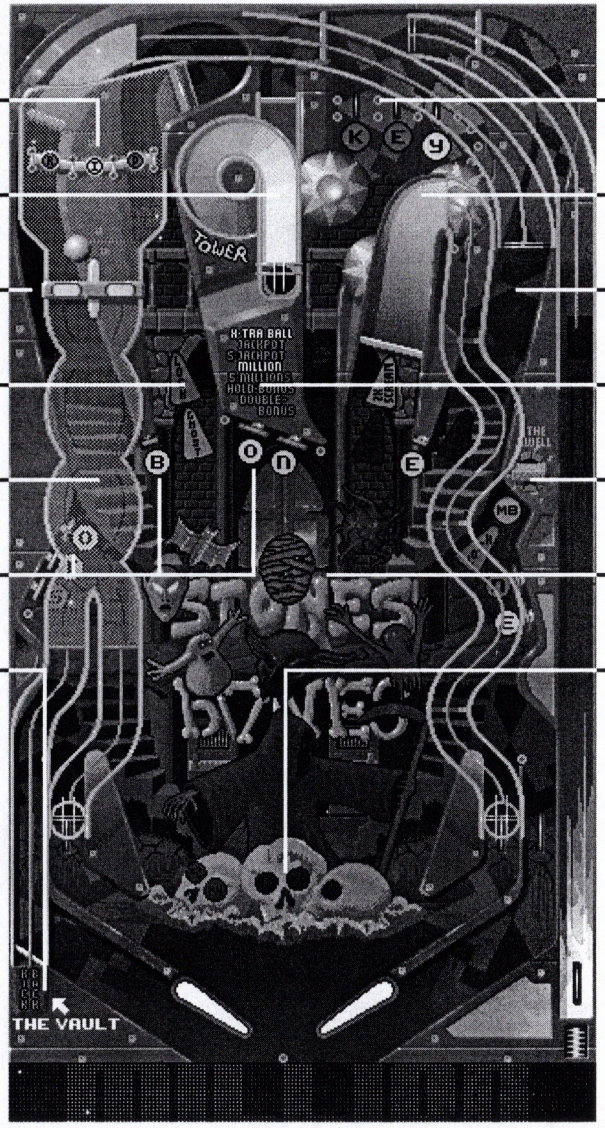
Left Ramp

Middle Passage

Clear Ramp

STONE and BONE Lights

The Vault Ball Trap



KEY Rollovers

Screams Ramp

Right Passage

Tower Bonuses

Well Ball Trap

Assorted Ghosts

Multi-Bonus Lights

The following guidelines refer to the diagram opposite. Going from top to bottom of the Pinball table, we have:

THE KEY ROLL-OVERS

Spelling "KEY" by lighting up all 3 letters will enable the next Tower bonus and open the Tower.

Whenever you shoot the ball into the table from the ball chute, one of the "KEY" letters will be lit. If the ball crosses this rapidly flashing letter, you will collect a Skill Shot bonus. Skill Shot bonuses start at 1 million points and increase by 1 million every time you collect one.

The "KEY" letters are cyclable by using the flipper keys.

THE TOWER RAMP

Shoot the ball up the Tower ramp to collect the current Tower bonus, which will be highlighted underneath the Tower. There are 7 Tower bonuses to collect - an Extra Ball, the Jackpot, the Super-Jackpot, 1 million points, 5 million points, the Hold Bonus and the Double Bonus.

THE RIP LIGHTS

If you spell "RIP" by lighting up all 3 letters, you will enable the Kick-back feature in the Vault.

THE SCREAMS RAMP

Shooting the ball up the Screams ramp will add 1 Scream to the Screams counter. If you shoot the ramp when the "2X SCREAM" light is flashing you will collect 2 Screams. You can also collect bonus points (5 million, 10 million or 20 million points) from here during Multi-Demon mode.

Shooting the Screams ramp a certain number of times will also enable other bonuses:

10 shots enable an Extra Ball on the Tower ramp.
20, 30, 40 ... shots enable 5 million points on the Tower ramp.

THE RIGHT PASSAGE

Shoot the ball through this passage to access the "KEY" Roll overs and the Tower ramp when it is open. If you shoot the passage when the "PLUS" light is flashing you will collect 1 million points and increase the bonus by 1 million, so that the next time you shoot the ball here while the "PLUS" light is lit you will collect 2 million points and add another 1 million, and so on.

THE LEFT RAMP

Every time you shoot the ball up the Left ramp and then shoot it again straight afterwards, you will collect 1 million points.

THE MIDDLE PASSAGE AND THE CLEAR RAMP

Shooting the ball through the Middle passage will force it onto the Clear ramp, where the ball can fall down 1 of 2 paths. The 1st path leads into the Vault and the other path leads to the Left flipper. In each case the ball will roll past the "RIP" lights, so use your skill to light them up and enable the Kickback in the Vault.

Also, the "PLUS" and the "2X SCREAM" lights will be enabled on the Right passage and the Screams ramp respectively if the ball falls down the Clear ramp and straight out into the table.

THE STONE AND BONE LIGHTS

Light up all the "STONE" and "BONE" lights to enable a Ghost on the Middle passage.

THE WELL BALL-TRAP

If you shoot the ball into the Well you will collect the current Well Treasure bonus. You can also collect a Multi-bonus from here when the "MB" light is flashing.

THE VAULT BALL-TRAP

Once you have enabled a Ghost, shoot the ball into the Vault to collect it. If there are no Ghosts enabled, shooting the ball here will award the current Vault score. If the ball is heading for the Vault from normal play (i.e. not from the Clear ramp) and the "KICK BACK" light is flashing, the ball will enter the Vault, you will collect the bonus and the ball will be shot back into the table. Otherwise, the ball will fall out of play via the left Side-lane.

MULTI-BONUSES

To enable and collect the next Multi-bonus in the sequence, shoot the ball through the Middle passage and then into the Well.

A LOOP COMBINATION

If you shoot the ball through the Middle passage and onto the Clear ramp so that it falls straight out into the table and then shoot the Screams ramp followed by the Left ramp, you will collect 5 million points.

THE TOWER HUNT FEATURE

During the Tower Hunt feature, you can collect multi-million bonuses by shooting the ball up the Tower ramp. The 1st time you shoot the Tower ramp you will collect 5 million points. The 2nd time will award you 10 million points and if you manage to shoot the ball into the Tower a 3rd time, you will collect 20 million points.

The Tower Hunt feature is enabled by collecting the Blue Ghost and will last for 30 seconds once it is enabled.

THE GHOST HUNTER FEATURE

During the Ghost Hunter feature, hitting any drop-target, bumper or switch will award 1 million points.

The Ghost Hunter feature is enabled by collecting the Yellow Poltergeist and will last for 30 seconds once it is enabled.

The Jackpot is also available on the Tower ramp during this 30 second period.

THE MULTI-DEMON FEATURE

The Multi-demon feature is enabled by collecting the Blue Octopussy. When this feature is enabled, shooting the ball into the Vault or the Well will "lock" it in. When the new ball appears in the chute, try to shoot it into a ball-lock as well, as the more balls you have locked away, the higher the multi million bonus will be:

1. Shooting the Screams ramp when you have no balls locked away awards 5 million points.
2. Shooting the Screams ramp when you have 1 ball locked away awards 10 million points.
3. Shooting the Screams ramp when you have 2 balls locked away awards 20 million points.

The Multi-demon feature lasts for 30 seconds once enabled.

THE GRIM REAPER FEATURE

During the Grim Reaper feature, shooting any ball-trap (the Vault or the Well) or ramp will award you with 5 million points.

The Grim Reaper feature is enabled when you collect the Grim Reaper Ghost, and once enabled will last for 30 seconds.

The Jackpot is also available on the Tower ramp during this 30 second period.

THE GHOSTS

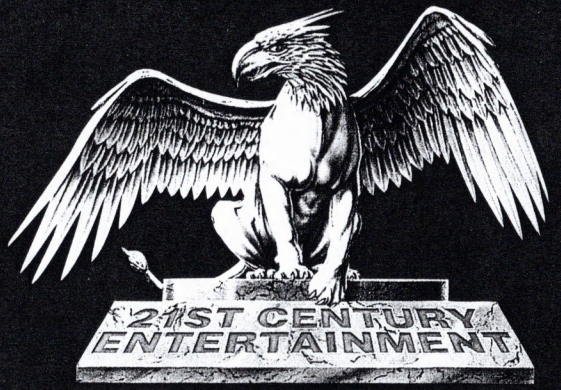
Whenever the "STONE" and "BONE" lights are all lit you enable a Ghost. Collecting Ghosts awards bonus points or enables bonus features. Ghosts are enabled and collected in the following order:

1. Bat - awards 5 million points.
2. Blue Ghost - enables the Tower Hunt feature.
3. Green Smiler - enables an Extra Ball on the Tower ramp.
4. Red Devil - awards 10 million points.
5. Yellow Poltergeist - enables the Ghost Hunter feature.
6. Blue Octopussy - enables the Multi-Demon feature.
7. Mummy's Head - awards 15 million points.
8. Grim Reaper - enables the Grim Reaper feature.

Note that a lit Ghost must be collected before another Ghost can be enabled.

THE SUPER JACKPOT FEATURE

If you shoot the ball up the Tower ramp straight after collecting the Jackpot (while the "S-JACKPOT" light is flashing under the Tower ramp) you will collect the Super Jackpot of 50 million points.



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